TABLE OF CONTENTS

GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the game disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

TOP VIEW

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

FRONT VIEW

CONTROLLER PORT 1
CONTROLLER PORT 2
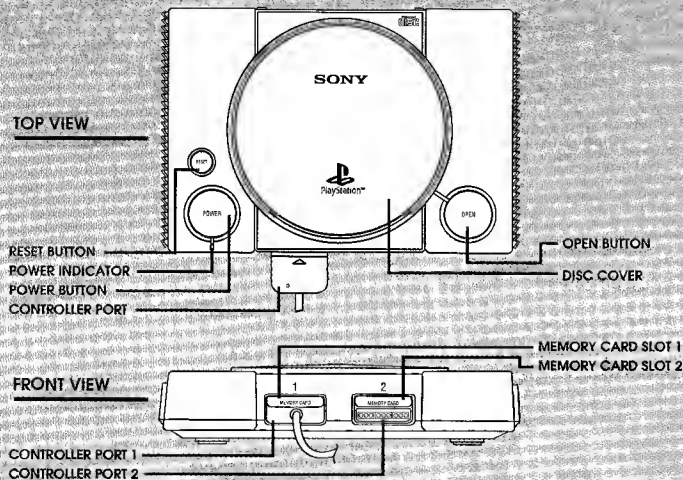
Press Start to pause the game. To quit a game in progress, press Start. The Pause Menu will appear. Select "Abort Game", then select "Yes" again to confirm and exit the game, or select "NO" to return to your game.
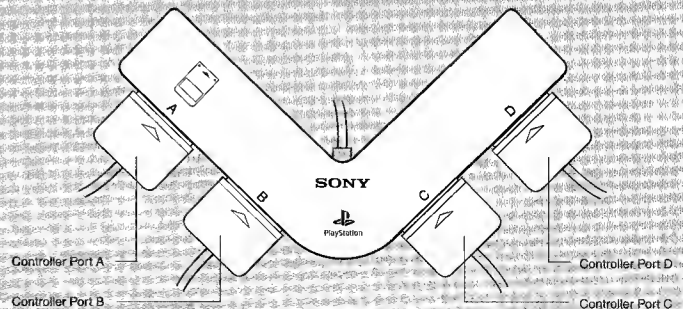
3

GETTING STARTED

"Kurt Warner's Arena Football™ Unleashed" supports up to Four Players. If you choose to play a Three or Four player game, you'll need the Multi Tap. This will allow all players to play at one time. The game supports one Memory card to save game data. Make sure that you insert your Memory card in Memory Card Slot 1 on your PlayStation® game console before turning the power on.
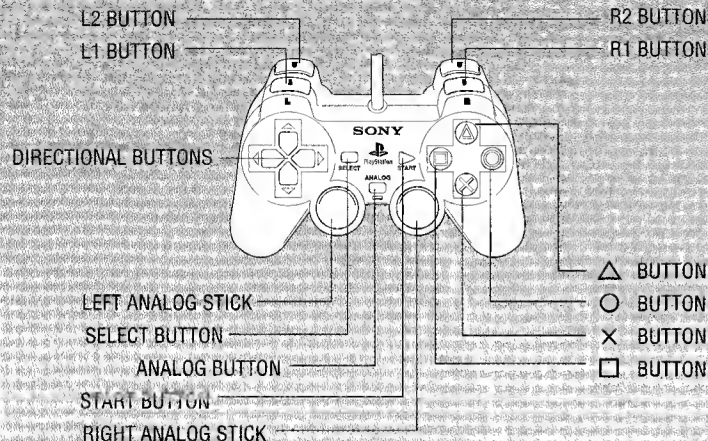
WARNING

If you choose to use the Multi Tap, remember that a controller must be plugged into Controller Port A on the Multi Tap before you connect the Multi Tap to Controller Port 1 on the PlayStation game console. If you are using a Memory card, be sure that you insert the Memory card into Memory Card Slot 1-A on the Multi Tap to save your game data.


Controller Port A
Controller Port B

Controller Port D
Controller Port C

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CONTROLLER

DUALSHOCK™ analog controller

- L2 BUTTON
- L1 BUTTON
- R2 BUTTON
- R1 BUTTON
- DIRECTIONAL BUTTONS
- △ BUTTON
- ○ BUTTON
- × BUTTON
- □ BUTTON
- LEFT ANALOG STICK
- SELECT BUTTON
- ANALOG BUTTON
- START BUTTON
- RIGHT ANALOG STICK

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Pages 6-7.

5
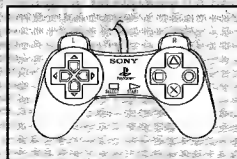
DEFAULT GAME CONTROLS

Refer to the previous page for the appropriate button locations. Remember that when using a DUALSHOCK™ analog controller, the Analog button must be activated (illuminated) before the Left and Right Analog Sticks or any Vibration Function will occur.

MENU SELECTION

- Press the Directional button or Left Analog Stick (if activated) Up, Down, Left or Right to highlight options.
- Press the ⊗ button to select options.
- Press the ▲ button to go to the previous menu.
- Press ⟬START⟭ to pause the game and display the Game Paused Menu.

The following information will give you all the moves (default controls) you need to play the game. If you are using a DUALSHOCK™ analog controller, the Left Analog Stick (when analog mode is activated) will give the ball carrier (or defensive player) a more precise movement.

BASIC OFFENSIVE MOVES

- Move Player: Directional buttons or Left Analog Stick
- Turbo: **L1** or **R1**
- Jump: ▲ or ▣
- Pass: ⊗ or ◉ button

BEFORE THE SNAP (OFFENSE)

- Show Player Names: **L1** or **R1**
- Move Man In Motion: Press Left and Right (or Up and Down) on the Directional buttons or Left Analog Stick
- Turn Man In Motion into a Blocker: **L1** or **R1** + ▲ or ▣ + ⊗ or ◉ (Note: Press all three action buttons at the same time)
- Hike Ball: ⊗ or ◉
- Call Audible: **R2**
- Make Man In Motion Dive at Defender: Press Up on the Directional buttons or Left Analog Stick + ▲ or ▣ + ⊗ or ◉

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DEFAULT GAME CONTROLS

BEHIND THE LINE OF SCRIMMAGE (OFFENSE)

- Pass: Directional buttons or Left Analog Stick towards receiver + ⊗
- Hurdle: △ or ⬜
- High Hurdle: L1 or R1 + △ or ⬜
- Turbo Run: Hold L1 or R1
- Spin Move: Press the L1 or R1 twice
- Jump Pass: L1 or R1 + △ or ⬜ + ⊗ or ◯
- Fast Pass: L1 or R1 + ⊗
- Dive Forward: L1 or R1 + (△ or ◯ twice)

OVER THE LINE OF SCRIMMAGE (OFFENSE)

- Lateral Back: ⊗ or ◯
- Stiff Arm: L1 or R1 + ⊗
- Hurdle: △ or ⬜
- High Hurdle: L1 or R1 + △ or ⬜
- Turbo Run: Hold L1 or R1
- Spin Move: Press L1 or R1 twice

BASIC MOVES ON DEFENSE

- Move Player: Directional buttons or Left Analog Stick
- Tackle: Move your player into the player carrying the ball
- Dive Tackle: Press △ or ⬜
- Change Player: Press ⊗ or ◯
- Turbo Run: Hold L1 or R1
- Intercept/Swat Ball: Press △ or ⬜
- Push Opponent: L1 or R1 + ⊗ or ◯
- Power Tackle: L1 or R1 + △ or ⬜
- Call Audible (Before the Snap): R2

GAME OVERVIEW

HOW IS ARENA FOOTBALL DIFFERENT?

Arena Football is different in a couple of ways. The first thing you might notice is that there are walls along the field. If the ball bounces off of the wall, it is still a live ball until it touches the ground. This allows for some really great Offensive or Defensive plays. These walls also narrow the width of the field. This means that the action is sure to be fast and furious.

The field is only 50 yards as well. Not only does this make for a higher scoring game, it also makes things like Field Goals easier to perform, or does it?

In order to successfully complete a Field Goal, you must kick the ball through the opening in the uprights. This can be performed by having someone hold the ball (place kick) or the kicker may perform a drop kick. See Page 24 for information on how to kick the ball.

NOTE: IF THE BALL MISSES AND HITS THE NETS ON EITHER SIDE, THE BALL WILL DROP TO THE GROUND AND REMAIN A LIVE BALL.

Another thing to mention is that PUNTING IS NOT ALLOWED! That's right, there is no punting the ball in this league.

That pretty much sums up the rules. It's basically score or be scored against. The breakdown of the point system is on Page 23.

Now that you have the knowledge you need, keep reading for more information on how to play the game.

MAIN MENU

At the Main Menu, press Up and Down on the Directional buttons or Left Analog Stick to highlight your Main Menu item. Press ❌ to select the item.

ARCADE: Play an Arcade-style game. Up to four players can play and you can adjust some options as well. See Pages 10-12 for more information.

TOURNAMENT: Compete in a tournament of up to eight teams. For more details see Pages 13-14.

SEASON: Play an entire Arena Football Unleashed Season. This is for one player only. See SEASON MODE on Page 15 for more information.

PLAY EDITOR: Create, Edit and Save plays. More information is available on Pages 16-18.

AFL FILM VAULT: View some exciting clips of the Arena Football League in action. You must play through the game in order to view certain clips. Press ❌ to enter the Arena Film Vault. Highlight which film you want to view and press ❌ again. To return to the Main Menu, press ▲.

OPTIONS: Adjust the Sound Settings and Controller Setup of the game. See Pages 19-20 for more details.

ROSTER: Choose an AFL team and view the team's roster of players. Select your team and use the Directional buttons or Left Analog Stick to view each player's statistics.

ARCADE MODE

From the Arcade Menu you can Play an arcade-style game, set the Rules (options), save and load Arcade Options with the Memory card and view the High Scores of the game. Select one and press ❌.

PLAY

Jump right into a game either by yourself or with some friends. The game will display how many controllers are plugged into the Controller Ports. Remember that if you have more than two people playing, you will need a Multi Tap. See Pg. 4 for more information.

For each controller in the game, the player can select which player to be. Once each player has determined where they will be playing, each player must press START on their controller to join in.

After you have determined who will play where, press ❌ to continue. Each player will be asked if they would like to enter their name for record keeping. If you select "Yes", you will enter your name followed by your Personal Identification Number (PIN). After you have entered both of these, the game searches for your name and PIN on your Memory card (if one is inserted). If you have previously saved game data on the Memory card, the data will be displayed on the screen. If you don't, the game will inform you that no data is saved. You will have to save your info at the end of the game. After you have entered your Name and PIN, you are ready to select a team. When you select your team, press Up or Down on the Directional buttons or Left Analog Stick (if activated) to cycle through the different AFL teams. Once you have found the team you want to play with, press ❌. For more information on playing Kurt Warner's Arena Football Unleashed, see Playing The Game on Pages 21-26 for more details.

RULES

The Rules Menu allows you to adjust different options before playing a game. Highlight the option you want to change and press ❌. This will access that option's sub-menu.

**DIFFICULTY**: How tough do you want the AI (Artificial Intelligence) to be? Select from EASY, NORMAL or HARD.

QUARTER LENGTH: How long do you want each Quarter of play to be? Select from 1, 2, 4 or 8 minutes of play.

1ST DOWN YARDS: This determines how many yards a team must advance down the field before they earn a First Down. Select from 10, 20 or 30 yards.

PLAY TIMER: You can disable the play timer (the time you are allowed to choose a play) in this sub-menu. Select YES or NO. YES will keep the play timer active and NO will disable it.

NUMBER OF PLAYS: This sub-menu allows you to select how many downs a team can have before they turn the ball over to the opposite team. Selecting OFF will keep the standard 4 down rule in effect. You can change the downs allowed to 3, 4 or 5 downs. If you change the downs allowed, 1st Downs are disabled and the "1st Down Yards" text will not be selectable.
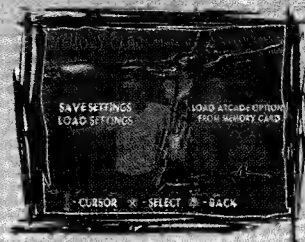
When changing a rule, press ❌ to lock in your decision. When you are at the Rules Menu, press ▲ to return to the Arcade Menu.
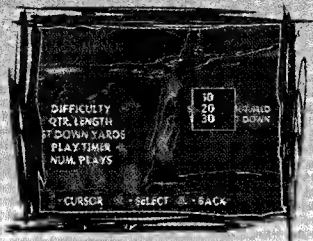
MEMORY CARD

This menu allows you to Save or Load settings and other game data from your Memory card (if one is inserted). Select SAVE SETTINGS or LOAD SETTINGS and press ❌.

HIGH SCORES

Here you can view the High Scores of the game. Press Left or Right on the Directional buttons or Left Analog Stick to view different stats like Current Winning Streak, Experienced Players, QB Rating and more! Press ▲ to return to the Arcade Menu.

Tournament Mode allows you to stage your own tournament and determine who is the best. At the Main Menu, highlight TOURNAMENT and press ✖.

At the Setup Tournament Menu, you can configure the tournament. Select NEW to create a new tournament or select MEMORY CARD to load saved tournament data (if you have any saved to your Memory card).

NOTE: When saving Tournament Mode games, you will be able to save 4 Tournament Mode games to one Memory card.

The setup of a tournament is as follows:

TOURNAMENT NAME: The default will show 4 TEAMS. Highlight this and press ✖. To enter a name, use the Directional buttons or Left Analog Stick to highlight letters and symbols. To enter the letter or symbol, press ✖. You are allowed a name six characters in length.

NUMBER OF TEAMS: Again the default is 4 TEAMS. You can select from between 2-8 teams to participate.

ELIMINATION: The default is set to SINGLE ELIMINATION. There are two ways of elimination in Tournament Mode, **Single Elimination** and **2 of 3 Elimination**. When Single Elimination is highlighted, press ✖. Press Left or Right on the Directional buttons or Left Analog Stick to toggle between the elimination settings. Single Elimination means that if you are defeated once, you are out of the tournament. 2 of 3 Elimination means you must beat your opposing team twice before advancing in the tournament.

SET TEAM NAMES: This feature allows each team (player) to have their own name in the tournament. First, determine how many teams will be in the tournament. Next, highlight SET TEAM NAMES and press ✖. This is where a player can enter his or her own name and PIN to access their custom playbook (see Page 10). The right side of the screen will display each team's name. The default is TEAM and whatever number they are. Use the Directional buttons or Left Analog Stick to highlight a team and then press ✖. After each team has entered a name for themselves, press ✖ to return to the Setup Tournament Menu.

SET MATCHUPS: Each team participating will be displayed on the right side of the screen. From highest to lowest, these bars determine who plays who in the tournament's first round. To change a team, highlight the bar the team is on and press ✖. Next, press Up or Down on the Directional buttons or Left Analog Stick to change the matchup. If you have selected an ODD number of teams to participate in the tournament, one team will have a BYE for their first game. A BYE means that the team with the BYE does not have to play. Once the first team has been eliminated, the BYE team will then have to compete in the second round of the tournament.

RANDOM MATCHUPS: This will let the game choose your matchups in the tournament. Select Random Matchups and press ✖.

After your tournament is set, press ▲ to return to the Tournament Play Menu. From here you can adjust the rules (options), save the tournament info to your Memory card, view the Results, begin a new tournament or begin the tournament by selecting PLAY. Selecting Results will let you view the upcoming tournament Matchups and Statistics of each team in the tournament.

SEASON MODE

Season Mode allows you to play through an entire AFL season. Select SEASON from the Main Menu and press ⊗. Season Mode is for a single player only. The Season Mode Menu allows you to begin a new season or load a saved season from your Memory card.

When you select NEW, you will be able to choose your team. Press Up or Down on the Directional buttons or Left Analog Stick to cycle between the different teams. Each team's attributes will be displayed underneath them. To select one, press ⊗.

After selecting your team, the following menu items will be available to you:

PLAY WEEK: Begin or Continue your season against the next team.

RULES: Adjust the options of your season.

RESULTS: View your Schedule, Standings and Statistics. Your team will be highlighted when it appears on the screen.

MEMORY CARD: Save your current season or Load your previously saved season. You are able to save up to 4 Season Mode games per Memory card.

NEW: Begin a new season.

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PLAY EDITOR

After selecting Play Editor from the Main Menu, you can enter a name and PIN (Personal Identification Number) for your playbook. If you do not have a previously saved playbook, one will be created for you (if you have a Memory card inserted, you can save your playbook for this name and PIN). The PlayStation® game console can store a maximum of 12 custom playbooks without a Memory card inserted until the power is turned Off.

The Play Editor Menu allows you to create new plays on Offense or Defense and even edit the existing plays in the game.

OFFENSE: Edit or Create plays for your team's Offense.

DEFENSE: Edit or Create plays for your team's Defense.

MAINTENANCE: This feature allows you to copy or remove plays from your playbook. Press L1 or R1 to select the pages in your custom playbook. Highlight the play to be removed or copied and press ⊗. There are two pages for Offense and two pages for Defense in your playbook.

PLAYBOOK: Change the plays that are in your custom playbook. Select Offense or Defense and press ⊗. To change a play, highlight it and press ⊗. You can even set the Audibles for your team. Select from Audible 1-3 and then choose the play to correspond with the Audible. An Audible is when the play is changed at the line of scrimmage. The button for an Audible is R2. Press R2 and then move the Directional buttons or Left Analog Stick Up or Down to select your Audible.

Keep reading for information on how to create and edit the player movements on the field.

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EDITING OR CREATING PLAYS ON OFFENSE

Choose Offense from the Play Editor Menu and press ❌. Select EDIT/CREATE from the Edit Offense Menu and press ❌. The different formations and the custom plays page can be viewed by pressing [L2] and [R2]. Pressing [L1] or [R1] will allow you to view more plays using the current formation. You can also copy plays currently stored in the playbook and modify them to be your own custom play.

For created plays, select from NORMAL or FAKE FIELD GOAL and press ❌. Next, select a formation for your offense. There are four to choose from when creating a NORMAL play.

EDIT ROUTES

Set a path for your players to follow. Highlight the player whose route you want to edit and press ❌. Next, determine where the player will be at the start of the play. When editing QB POSITION, the quarterback can only be set in a Regular Set or Shotgun position. The three Linemen can only BLOCK, BLOCK RIGHT, BLOCK LEFT or they can be an Option Man (only one Lineman can be an Option Man) and go out for a short pass. Remember that you will lose a lineman for your quarterback, so you better get the ball off quickly!

When editing a receiver's movement, first select where they will be and press ❌. Next, use the Directional buttons or Left Analog Stick to move them up the field. If you want them to change their path, press ❌. A menu will appear that allows you to make the receiver perform a variety of actions such as spinning, faking or turning on the Turbo to boost ahead of the defender. When you have finished editing a receiver's movement, highlight DONE and press ❌.

Follow the directions above when editing an existing play. When you have completed your play, you can name it by highlighting NAME PLAY and pressing ❌. When you have finished using the Offensive Playbook, make sure you save it by selecting SAVE at the Edit Offense Menu.

EDITING OR CREATING PLAYS ON DEFENSE

Editing and Creating plays in the Defensive Playbook work the same way as they do for the Offensive Playbook. Find the play you want to edit or create your defensive play in the Custom Plays page and press ❌.

The first thing you must do is set the formation of your defense. There are six formations to choose from. Depending on what formation you choose, you can use three or four defensive players. Rushing formations such as COVER and BLITZ allow only three players to be edited. Passing formations like NEAR ZONE, MEDIUM ZONE or DEEP ZONE allow four players' movements to be edited. GOAL LINE formation also allows four Defensive Backs to be edited.

After you have chosen what formation you will use for the play, select Edit Position from the Edit Defense Menu and press ❌. Next, select what player's position you will edit. Each player will have three forms of coverage. MAN 2 MAN will have the defender cover only one receiver on the opposition's team. ZONE coverage means that the player will only defend in a certain area on the field. If you select Zone, you can choose what area the player will be located at during the play. ZONE coverage will have your defender stay where he's at in case the opposite team decides to either run or pass into that zone. RUSH will have your defensive player try and sack (tackle) the Quarterback after the play starts.

When you are finished editing or creating your defensive plays, remember to name them and save them!
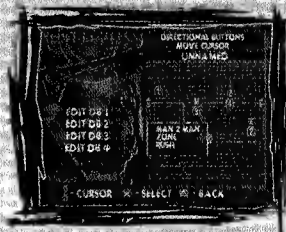
Before you begin playing any mode in the game, you may want to adjust some options. Select OPTIONS from the Main Menu and press ⊗.
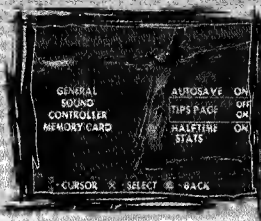
GENERAL OPTIONS

This feature allows you to turn the AUTOSAVE feature ON or OFF. To help speed up the time between quarters, you can turn the TIPS PAGE (see Page 26) ON or OFF. You can also turn the HALFTIME STATS (these show the statistics for both teams) ON or OFF. When you have made your adjustments, press ⊗ to return to the Options Menu.
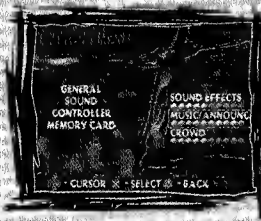
SOUND OPTIONS

Under the Sound Options of the game, you can adjust the volume of the Sound Effects, Music/Announcer and Crowd. To adjust the volume, select the sound to edit and press Left and Right on the Directional buttons or Left Analog Stick to raise or lower the volume. After you have adjusted the sound, press ⊗ to return to the Options Menu.

CONTROLLER

The Controller Options Menu allows you to change the configuration of a player's controller.

The controller configuration will apply to the player (1-4) that is selected before a game. For example, if a person chooses to configure the controls for Player 2, those controls will apply only to Player 2 and NOT the controller in Controller Port 2.

First, select which player to configure and press ⊗. To change the configuration, highlight the action (such as HURDLE/TACKLE) and press the button you want to correspond with that action.

You can also set the level of VIBRATION FUNCTION (if you are using a DUALSHOCK™ analog controller). There are three levels of vibration.

RESET TO DEFAULT will restore the configuration to its default setting.

To exit the Controller Menu, highlight EXIT and press ⊗.

MEMORY CARD

When navigating through game menus, the Autosave feature (if turned On) will save to your Memory card (if one is inserted). Make sure that you have saved Season or Tournament information first. Under the Options Menu you can Save or Load your option settings here. Make sure you have a Memory card with saved information on it before you attempt to Load saved settings.
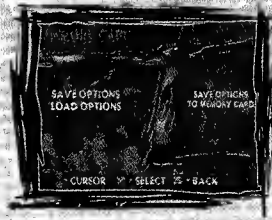
Now that you've learned how to navigate through the different features in Kurt Warner's Arena Football Unleashed, it's time to learn how to play!

CODE ENTERING

A great feature in the game is the ability to enter secret codes before the game. These are accomplished by pressing your gameplay buttons to cycle through different icons on the bottom of the screen. Once your icon sequence has been entered, move the Directional buttons in a specific direction for that code to work. If you've done everything correctly, you'll hear a sound and the correct code's name will flash near your icons. The codes must be entered at the Match-Up screen quickly because you only have a few seconds to enter as many as you can! Each player may enter codes under his/her own icon bar.


Player 3 Code

Player 1 Code

PLAYER CONTROL

Kurt Warner's Arena Football Unleashed allows you to play with up to four players. If you are playing a four player game, the teams are split into two players per team. Remember that in order to play with more than two people, you need a Multi Tap. On Offense or Defense, two players can put their skills together to crush their opposition. On Offense, one of the players is the Quarterback, while the other player is set as a Receiver without any specific play pattern to follow. On Defense, you can have one player rush the QB or just hang back with the other player to ensure that no progress is made by the Offense. Each player will have an icon above them with their player number to show their location on the field.
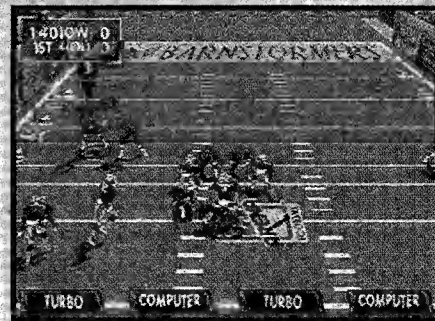
Player 1   Player 2   Player 3   Player 4
                 (When Activated)   (When Activated)

PLAYING THE GAME

Here's the breakdown of the point totals in Kurt Warner's Arena Football Unleashed.

- Six (6) points are awarded for a touchdown.

- One (1) point is awarded for a conversion by place kick after a touchdown, two (2) points are awarded for conversion by drop kick or a successful run or pass into the endzone after a touchdown.

- Three (3) points are awarded for a field goal by place kick or four (4) points for a field goal by drop kick.

- Two (2) points are awarded for a Safety.

PLAYING THE GAME

KICKING THE BALL

When kicking the ball for a kickoff, you must be precise and fast. A meter will appear at the bottom of the screen. The meter that rises and falls is the kicker's strength (or power). This bar determines how far the ball will travel when kicked. The higher the bar, the more distance the ball will travel. The lower the meter, the ball will not travel far at all. You can aim the ball by pressing Left and Right on the Directional buttons or Left Analog Stick (if activated). This will help in placing the ball down the field.

When trying to kick a field goal, the meter will appear for a few short seconds. This meter only moves side to side. Aim for the middle of the meter for a higher chance of scoring. Even if you spot your kick in the middle, you might not make the shot. However, with a little luck, you can get the points. See the previous page for the points awarded if you make a field goal either by placing or drop kicking the ball.
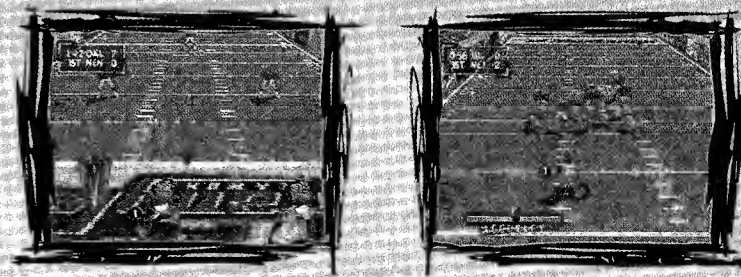
KICK OFF

FIELD GOAL ATTEMPT

Remember that if you miss your kick and the ball hits the nets on either side, the ball will drop to the ground and remain a live ball.

EASY PASSING

As an alternate way to find your receivers, hold **L2** to bring up button icons underneath the receivers. Press the corresponding button to throw the ball to that receiver.

YOU'RE CHARGED UP!

Want a stronger Offense and Defense? Your team will have "Electricity" when you successfully complete three passes in a row (on Offense) to the same receiver or sack the QB twice (on Defense) in a row! When teams have electricity, they are almost unbeatable! A few good Offensive or Defensive plays are enough to put out the sparks though.
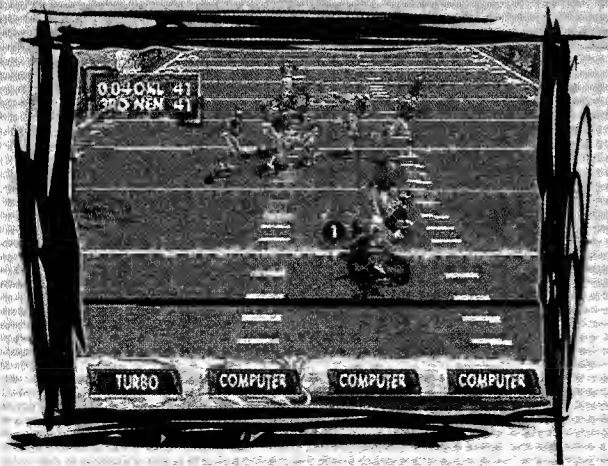
TIP SCREENS

After each Quarter of play, you will be shown a Tip Screen. One of the lovely cheerleaders will give you some hints on how to play the game as well as some secrets you should know about!

GAMEPLAY TIPS

Here's some great tips to help you crush the opposition.

- Remember that you must have saved game data stored on your Memory card **first** so that the Autosave feature can function properly.

- Onside Kicks can be performed after you have scored. Right before the kickoff, press Up on the Directional buttons and hold all three gameplay buttons!

- At the Play Select screen, move your cursor to the top-left slot on the page. Now press Up on the Directional buttons twice to hide your cursor! This will hide your play from the opposition. Just keep track of what play you picked!

- At the Play Select screen, highlight a play and press the JUMP button. This will cause the play to flip over. For example, if a play starts off with a receiver on the right, he will now be on the left. The play is run the same, just the formation is reversed.

- Hike the ball while your Man In Motion is running up towards the Line of Scrimmage to give him a boost!

- Watch your TURBO METER carefully during the game. It's important to have some available for special moves! Of course if you entered the code for UNLIMITED TURBO at the beginning of the game, you've got nothing to worry about!